

VISIT...

LANZAROTE
Caliente.COM

MATERIALS

Letter page

Picture cards

Game cards;
Game board;
Markers

Letter cards:
z, i, p;
Workmat

Letter cards:
z, a, p, i

Letter cards:
complete set

Flash cards:
lemon, zipped,
fatter, zitter

Flash cards:
complete set

Introducing the letter Zz



10–15 minutes

Show the child the letter page for z. Tell the child that this is the letter z and that it stands for the /z/ sound in the word *zebra*. Ask the child to trace the upper and lowercase letter on the page with his/her finger as he/she says the sound of the letter (not the letter name).

Spread the picture cards out on the table. Ask the child to group the pictures into words that begin with the /z/ sound in one stack and those that don't in another.

Place the game cards in a stack. Have the child draw a card and read the word. If the child can read the word correctly, he/she can move the number of spaces indicated on the card. If the child cannot read the word, he/she cannot move on the board. It is then your turn to draw a card.

Blend Words



5–8 minutes

Line up the letter cards z, i, and p under the row of three boxes on the workmat. Ask the child to move each letter into the box above it, starting on the left and saying the sound of the letter. When the letters are in the boxes, ask the child to blend the sounds together to say the word. Encourage the child to hold the /z/ and /i/ sounds for a full second (/zzz/ /iii/ /p/: zip). Repeat several times.

Repeat the process with the letter cards z, a, and p. Encourage the child to hold the /z/ and /a/ sounds for a full second (/zzz/ /aaa/ /p/: zap). Ask the child what letter he/she needs to replace to spell the word zip. Have the child take away the letter a and replace it with the letter i. Have the child blend the new word.

Ask the child to use the letter cards to make two- and three-letter words. Have the child make as many words as he/she can in a minute. After the child makes a word, have him/her read the word. Allow nonsense words as long as the child can sound them out.

Teach High-Frequency and Story Words



5–8 minutes

Show the child the story words one at a time: *lemon*, *zipped*, *fatter*, *zitter*. Read each word and have the child repeat the word several times while looking at the card.

Add the rest of the high-frequency word flash cards to the stack and have the child practice reading all of the words several times.

Tutor Teaching Tips

Lesson 24: Zz • Part 2

MATERIALS

Letter page

Workmat;
Letter cards:
z, i, p

Flash cards

Practice sheet

Decodable book:
The Zim Zam Man

Decodable book;
Take-home
practice sheet

Game cards;
Game board;
Markers

Review Part 1



5–10 minutes

If the second part of the lesson is done on a different day, show the child the letter page and review the letter and its sound. Ask the child to say some words that either begin or end with /z/.

Have the child line up the letters *z*, *i*, and *p* under the row of three boxes on the workmat. Have the child say each sound as he/she pushes each letter into the boxes. Then have the child say the word, holding the /z/ and /i/ sounds for a full second (/zzz/ /iii/ /ppp/: *zip*).

Show the child the flash cards one at a time and have the child read each word. Repeat several times.

Decoding Practice



15–20 minutes

Point to the new words in row 1 of the practice sheet. Have the child run his/her finger under each letter as he/she blends the sounds in each word. Then have the child say the whole word. Repeat with the review words in row 2.

Have the child read the high-frequency words in rows 3 and 4 as quickly as he/she can, without sounding them out. If the child hesitates on a word, tell him/her the word and have him/her repeat it.

Have the child read the phrases in row 5 and the sentences in row 6, sounding out the decodable words and saying the high-frequency words quickly.

Have the child read the decodable book aloud. Ask the child to sound out decodable words by saying each sound and blending the sounds together. If he/she has difficulty sounding out the word, say the word slowly and have the child repeat it. Have the child read the high-frequency words and story words quickly, without sounding them out. If the child doesn't know a high-frequency or story word, tell him/her the word.

When the child has finished reading the book, ask the child to tell you what happened in the story. Ask the child to tell you what the Zim Zam Man did.

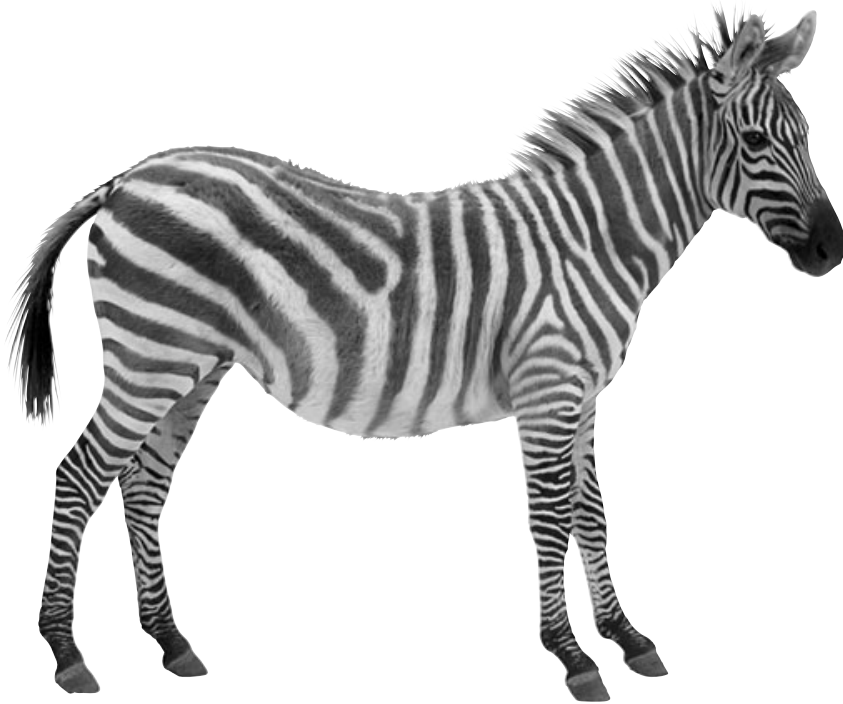
Home Connection

Encourage the child to take the book home to read with a family member or to practice reading the book on his/her own time. Tell the child that you will listen to him/her read the book the next time you are together. Have the child complete the take-home practice sheet with a family member.

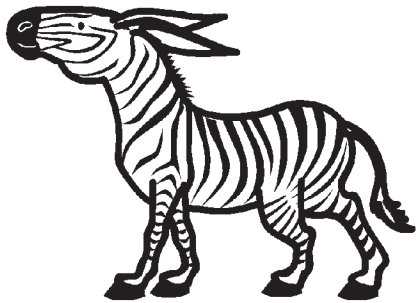
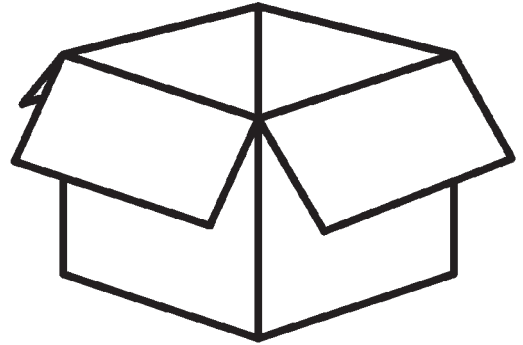
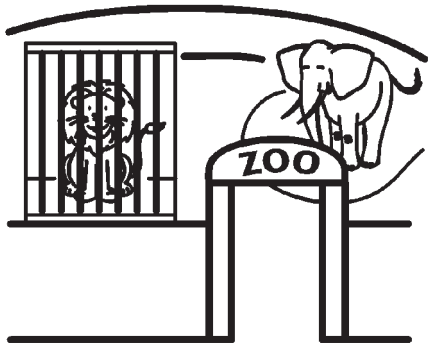
Optional Activity

If time permits, play the game from Part 1 again.

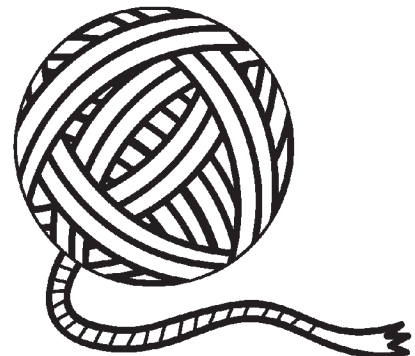
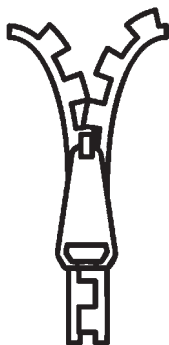
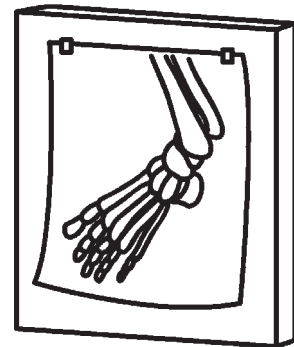
Z z



zebra



0, 1, 2



yak

2

zip

4

cat

1

zip

3

zag

3

vet

1

zap

2

zigzag

4

quiz

4

yell

2

buzz

3

oz

1

fizz

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up

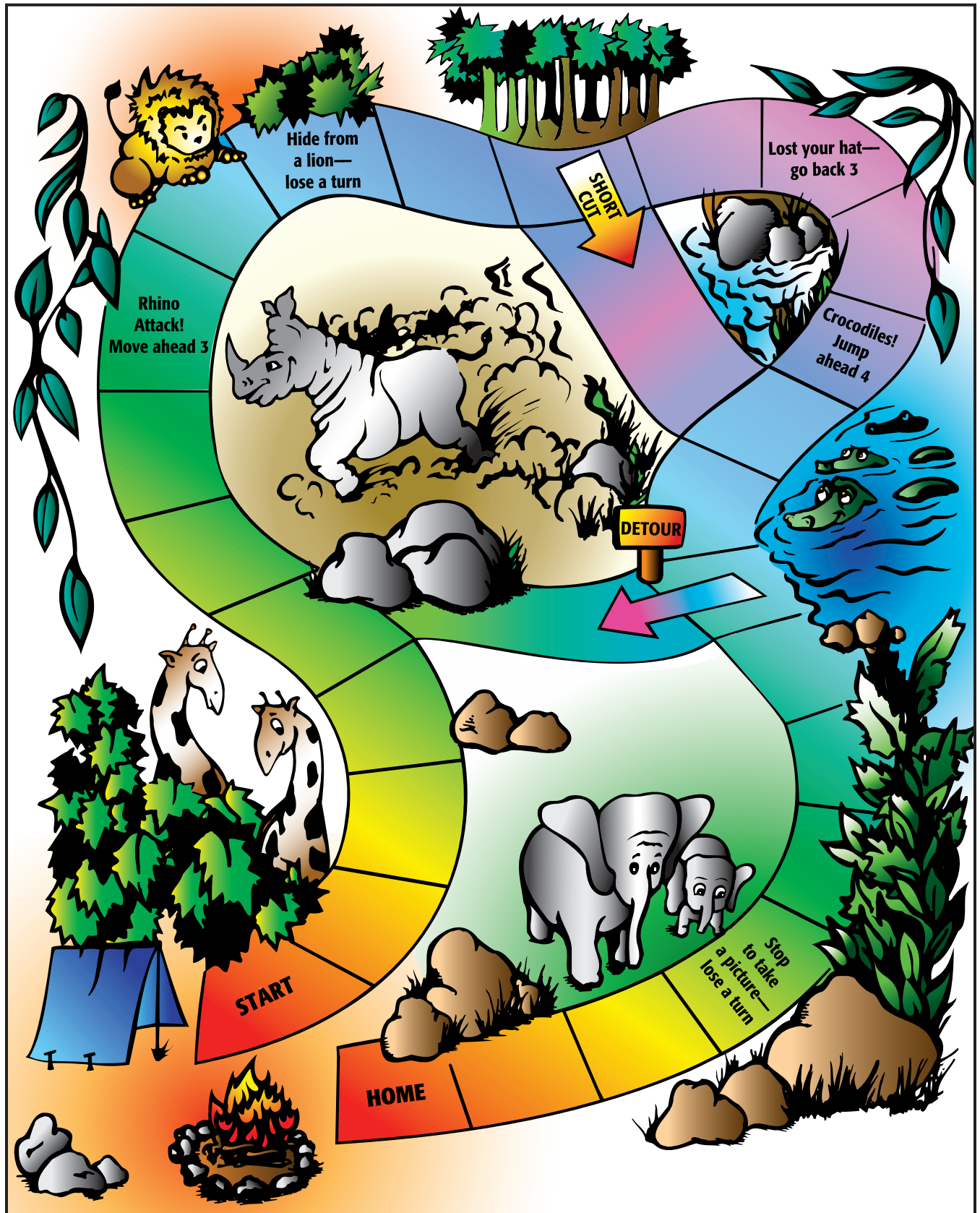
3

jazz

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kiss

4



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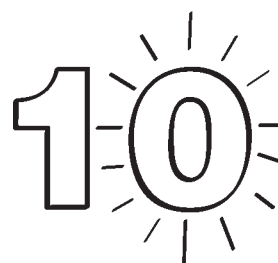
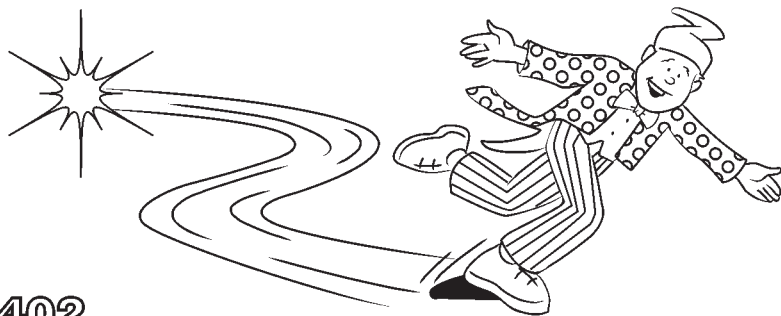
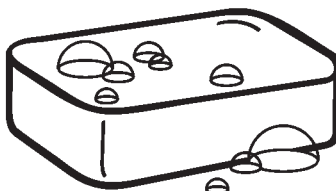
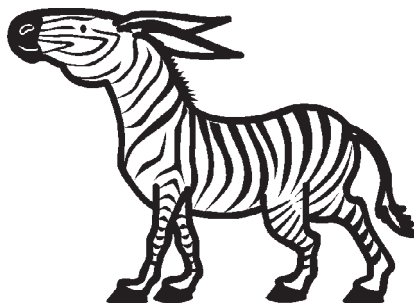
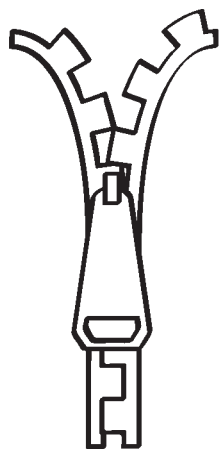
INSTRUCTIONS: Ask the child to practice reading the words and phrases below before reading the book.

1 New words	jazz • zip • zap • buzz • fuzz zim-zam • zig-zag
2 Reviewed words	man • sax • rug • nut • bag yams • pan • fig • bun
3 New h-f words	(none)
4 Reviewed h-f words	he • and • over • that • play see • there
5 Phrases	zap the fuzz jazz buzz a zig-zag zipper
6 Sentences	The zim-zam man played jazz. Zip the fuzz and zap it.



INSTRUCTIONS: After the child reads the book, have him/her look at each picture and circle all of those that begin with the /z/ sound.

Zz



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